gear slot column	main/primary stat column	substat column	ascension stat column
Weapon	ATK (+)	HP (+), HP (%), ATK (%), SPD (+), C. RATE (%), C. DMG (%), RES, ACC	HP (+), DEF (+), ATK (+)
Helmet	HP (+)	HP (%), ATK (+), ATK (%), DEF (+), DEF (%), SPD (+), C. RATE (%), C. DMG (%), RES, ACC	HP (+), DEF (+), ATK (+)
Shield	DEF (+)	HP (+), HP (%), DEF (%), SPD (+), CRI Rate (%), CRI Dmg (%), RES, ACC	HP (+), DEF (+), ATK (+)
Gauntlets	C. RATE (%), C. DMG (%), HP (+), HP (%), ATK (+), ATK (%), DEF (+), DEF (%)	HP (+), HP (%), ATK (+), ATK (%), DEF (+), DEF (%), SPD (+), C. RATE (%), C. DMG (%), RES, ACC	C. RATE (%), C. DMG (%), HP (+), HP (%), ATK (+), ATK (%), DEF (+), DEF (%)
Chestplate	ACC (+), RES (+), HP (+), HP (%), ATK (+), ATK (%), DEF (+), DEF (%)	HP (+), HP (%), ATK (+), ATK (%), DEF (+), DEF (%), SPD (+), C. RATE (%), C. DMG (%), RES, ACC	ACC (+), RES (+), HP (+), HP (%), ATK (+), ATK (%), DEF (+), DEF (%)
Boots	SPD (+), HP (+), HP (%), ATK (+), ATK (%), DEF (+), DEF (%)	HP (+), HP (%), ATK (+), ATK (%), DEF (+), DEF (%), SPD (+), C. RATE (%), C. DMG (%) , RES, ACC	SPD (+), HP (+), HP (%), ATK (+), ATK (%), DEF (+), DEF (%)
Ring	HP (+), ATK (+), DEF (+)	HP (+), ATK (+), DEF (+), HP (%), ATK (%), DEF (%)	HP (+), ATK (+), DEF (+)
Amulet	C. DMG (%), HP (+), ATK (+), DEF (+)	HP (+), ATK (+), DEF (+), ACC (+), RES (+), C. DMG (%)	C. DMG (%), HP (+), ATK (+), DEF (+)
Banner	ACC (+), RES (+), HP (+), ATK (+), DEF (+)	HP (+), ATK (+), DEF (+), HP (%), ATK (%), DEF (%), SPD (+)	ACC (+), RES (+), HP (+), ATK (+), DEF (+)

A handy chart to revert back to.

The 3 main roles are nukers where your damage comes from. Debuffers these are champions that steal turn meter, block active skills or passive, stun, provoke, decrease speed or

other stat, poison, steal buffs, removes buffs, weaken or apply hp burn.

Then you got tanky support. Tanky support champions, heal, revive, apply shields, remove debuffs, apply unkillable, block damage, block debuffs, shield, increase stats, or increase turn meter.

Weapons slot which can only have flat attack as a primary stat:

For nukers: primary damage stat% (hp, def, atk),
Crit rate, crit damage, speed if pure nuker if nuker/debuffer like narma the returned (knights revenant legendary for clan boss) we need accuracy and speed to land her desired debuffs decrease attack, leech and poison. Poison is her main damage.

Acrizia (legendary dwarf) does not land any debuffs so for a weapon we would prioritize speed instead of accuracy.

For tanky support champions such as Healers, Shielded, revivers and speed manipulators. Hp%, def%, speed, resistance or accuracy on the weapon. A good example is eleva the autumnborn (Sylvan watchers legendary). Since elva is not debuffing we would prioritize hp%, def% speed and resistance on the weapon.

If we were building out mighty union (legendary skinwalker) for hydra as a tanky support

champion. We would prioritize speed and accuracy on the weapon over speed and resistance.

Helmets can only have flat hp stats as the primary stat.

For nukers we want the main damage % stat (hp%, def%, atk%) on the piece. Speed, crit rate or crit damage but if a champion like Georgid (legendary knights revenant) is being used without a decent support like Nekhret or Helicath to keep him alive. Then

temporarily dropping crit rate or crit damage might be helpful in favor of def% or hp% if using in pve content.

For debuffers. We want hp%, def%, speed, resistance or accuracy. A champion like sulfuryion (legendary lizardmen) I would focus accuracy cause his damage mainly comes from hp burns in hydra and decreasing the resistance of hydra heads to allow the others on the team to land their debuffs so for that reason i would

prioritize accuracy over resistance on a helmet.

For tanky support champions like pythion (legendary lizardmen). Hp%, def%, speed and resistance. Im not counting on him to land debuffs cause he has none so he would need resistance. This allows him to place block debuffs and prevent being crowd controlled by stun or fear debuffs in hydra or clan boss for example.

Shields can only have flat

defense stats as the primary stat.

For nukers: looking for crit rate, crit damage and speed with the primary damage resource %stat (atk%, hp%, def%)

For debuffers: hp%, def%, speed and resistance or accuracy. I would go accuracy. Especially on someone like mithrala lifebane (dark elves legendary). In hydra mithrala's hex is useful. In hydra hex causes the hydra heads to take damage whenever their

allies do. The damage from Hex debuffs ignores Champions' DEF. The original targets all take full damage. Champions under Hex debuffs take 2% of AoE damage inflicted on their allies, and 10% of single-target damage inflicted on their allies. So a single tick of Poison, HP Burn, Bomb debuffs, Reflect Damage buffs for example applies damage to all 4 hydra heads not just one.

Now for a tanky support champion like Marichka the Unbreakable (legendary

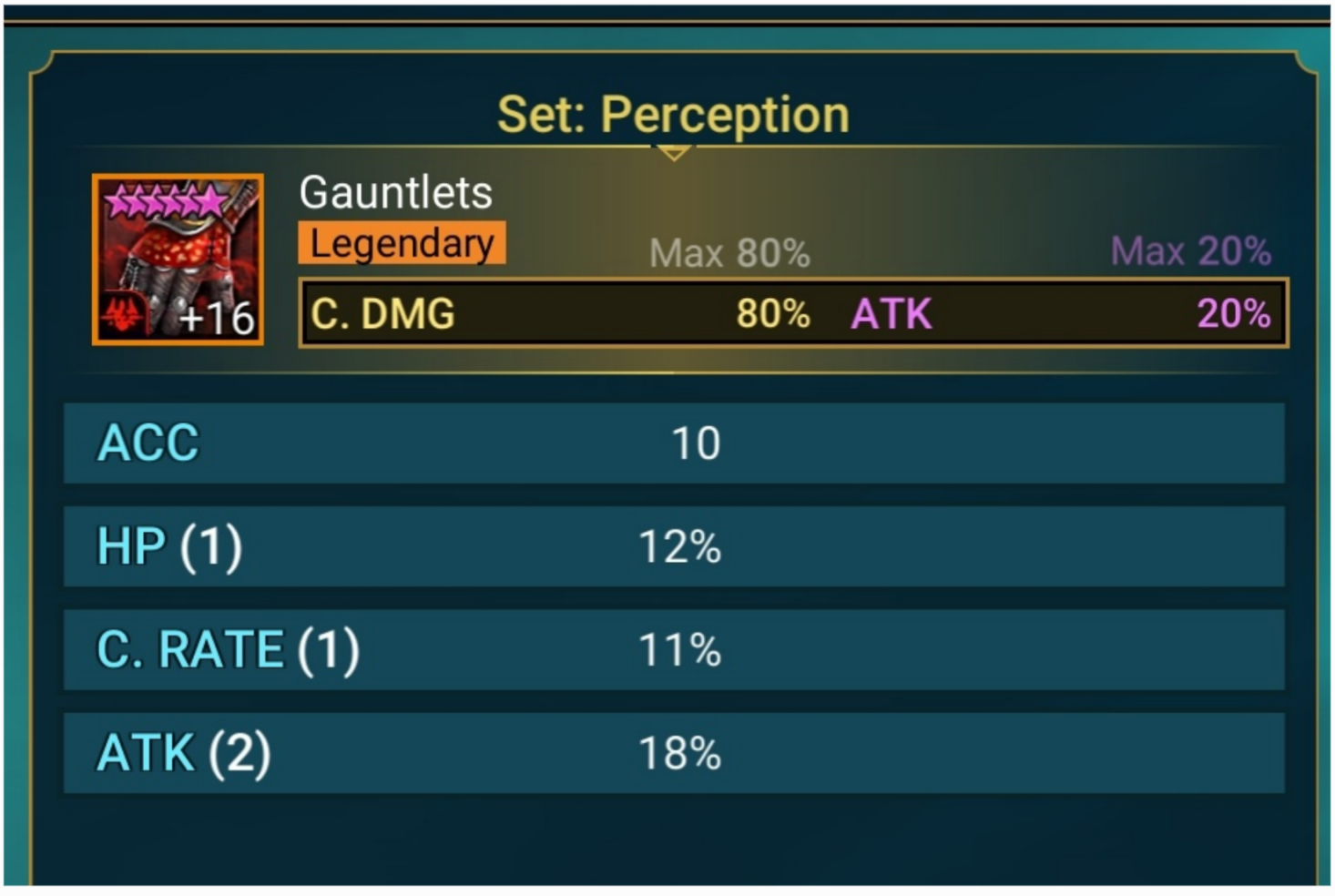
bannerlord) the shield should be hp%, def%, speed and resistance. We do not have any debuffs for her to land so shes a solid tank support champion.

Gauntlets can have crit rate, crit damage, flat stats (atk, hp, def) and % stats (atk%, hp%, def%). It is advisable to sell any Gauntlet, chest plate or boots with a flat stats of hp, atk or defense.

For nukers: we primarly want crit rate early on as many early and mid game accounts struggle to

get to 100% crit rate. Try not to go over 100% crit rate as its wasted. The substats should be the primary damage % stat (hp%, def% and atk%), crit damage, speed. For the 4th substat you have options. If your nuker is someone who lands debuffs like ninja (legendary shadowkin) then you want accuracy to land freeze and hp burn. If your nuker isn't landing debuffs then you could skip accuracy for a defensive stat like resistance to keep them from being debuffed or crowd controlled or to keep

them alive.



The above is a decent example. If the accuracy substat was speed then hp% would be good for keeping the attack based nuker alive.

The substats are there for a nuker who needs to land debuffs but an undesirable set for a nuker the purple pink ascension bonus also is undesirable unlike the perceptions 20% attack.

For debuffers: we want a

gauntlet that helps keep them alive. So a prince kymar we want either hp% or def% as the main stat instead of crit rate or crit damage like on a nuker. We will want speed, if you use def% as the main stat on the gauntlet hp% as a substat or vise versa, accuracy and resistance to prevent being debuffed.

For tanky champions we want hp% or def% on the gloves as the main stat. On the substat, speed, resistance, def% main stat is hp% or vise versa and we can

build tankier with a flat stat of the main stat (hp% main stat hp flat stat substat or def% main stat def flat stat).

A glove like this looks good but atk% is a waste on a tanky support champion. Its only

saving grace is it rolled 4 times into def% providing a 29% increase to defense on a tanky champion and a glyph added another 4% providing a 33% total increase in defense. Had atk% been a flat defense boost this would be an extremely good piece of gear. Ill cover glyphs and rolling later.

Chests like gloves come in many primary stats. They can be accuracy, resistance, hp%, def%, atk% or flat atk, hp, def. They cannot be crit rate or crit

damage like gloves as a primary stat. Like gloves sell any with a flat hp, atk, def primary stat.

For nukers: we want primary damage stat (atk%, hp% def%). An example of a nuker who's not attack based is the defense nuker leonardo (legendary shadowkin). His damage scales off def%. A chest plate in def% primary stat is going to be best for him but if he were hp or attack based nuker we would use those as a main stat instead of def%. For substats we want

crit rate, crit damage and speed. Our 4th substat is flexible like gauntlets. We could do resistance make it hard for him to be stunned, frozen, provoked, feared, or have his skills put on cool down or skills blocked by the enemy in arena. We could also go flat defense since he is not putting out any debuffs to boost his survivability some while increasing his damage output or we could go hp% to help him be tanky and survive incoming damage.

Debuffers we have 3 primary options. A champion like venomage (epic lizardmen) we could go accuracy as a primary on the chest plate with hp%, def% as substat with speed and resistance on the chest plate or we have a hp% chest plate with speed accuracy resistance and def% or we have def% chest plate with hp% speed accuracy and resistance substats. We need the accuracy to place heal reduction, poison, and decrease defense that venomage has for bosses like amius but we need

him to be fast and tanky as well.

Tanky support champions like tagoar (epic orc) we will want a chest plate that maximizes survivability. We want either resistance as the main chest plate stat, def% or hp%. For his substats we want speed, and the other 2 that weren't the primary stat (resistance, hp% or def%) with the 4th stat being flat defense or hp.

The above piece of gear if it didnt have crit damage but flat hp or flat def would be good for tagoar. Ideally the rolls would be on speed, def% and hp% instead of a flat hp, atk or def stat.

Boots can be speed, % stat (hp%,

atk%, def%) or flat stats (hp,atk,def). Sell all boots who's main stat is a flat atk,hp,def stat. For boots this is usually where your speed comes from.

For nukers: you primarily want speed as a primary stat. However certain teams like blender arena teams you will prioritize damage main stat (atk%, def% or hp%). The reason being the speed from blender arena teams comes from your other champions (speed lead or champions with high auras for

arena speed % like arbiter) and a fast ally attacker like longbeard causing your 2 nukers to wipe out the enemy team. For straight nukers in a regular team though you want speed with crit rate, crit damage and primary damage stat (atk%, hp%, def%)

For debuffers we want speed boots. Substats are accuracy, hp%, def% and resistance. In block debuffs teams we can swap resistance for flat hp or flat defense. If not in a block debuff team we need the

resistance to prevent prevent valuable buffs from being stolen. A champion like riho bonespear (legendary shadowkin) is a good example. She buffs your champions with continous heal, block debuffs, heal, and removes debuffs and debuffs the enemy via weaken, stun, hp burn, decrease defense, decrease crit rate, transfer debuffs and decrease attack. We want the resistance and the accuracy to land our debuffs and resist our buffs from being taken.

For tanky support champions. We just care about speed as the primary stat. Hp% def% resistance and a flat def or hp. We dont have debuffs to land. Duchess Lilitu (legendary demonspawn) is a great example. A well built duchess is a royal pain in the royal backside.

Rings! The one item that most players struggle with. Rings can only be a flat stat (hp, def, atk). The substats can only be hp, atk, defense, atk%, hp% or defense%.

So what makes a good ring? Well this depends on the champions role. heavily on the champion's role (Nuker, Debuffer, or Tank) and their primary damage-scaling stat (Attack, Defense, or HP).

This ring could serve many purposes. It could go on a hp based nuker due to its 2674 flat HP stats (including ascension in purple pink) and 12% boost to hp. It could also go to a defense nuker who needs more hp to stay alive but its not the best use.

It could go on a debuffer or tank because it has hp and defense. Ideally with rings we wanna stack primary damage stat and defensive stat. This ring would be good for Taras the fierce

(legendary bannerlord) as a straight hp nuker.

This dark elves ring has potential to go to a defense or atk based nuker depending how it rolls as it levels up.

Amulets are the next item up in this not so little guide. Amulet can be crit damage, or flat hp, def and atk. The substats can be flat attack, defense or hp, with accuracy and resistance.

For nukers we want crit damage as the primary stat. We want accuracy and resist. For an attack based nuker for example we want crit damage primary, accuracy, resistance, flat attack and either hp or defense. The exception for amulets is bomb champions like gnishak

verminlord (legendary skinwalker) we want attack as the primary amulet. Bombs scale off primary damage. When this debuff expires, the affected Champion suffers direct damage that ignores their DEF value.

Rings and amulet are all about offensive or defensive utility and survivability.

Debuffers and tanky champions we want hp or def flat as primary stat accuracy, resistance, crit damage and the opposite of the

hp or defense. If primary is hp then we want defense not attack on our debuffers amulet.

For banners this is where a bulk of our speed, accuracy or resistance will come from. Banners can have as their main stat accuracy, resistance or flat hp, def, and atk. The substats can be speed, atk% defense% hp% or flat atk, hp and defense.

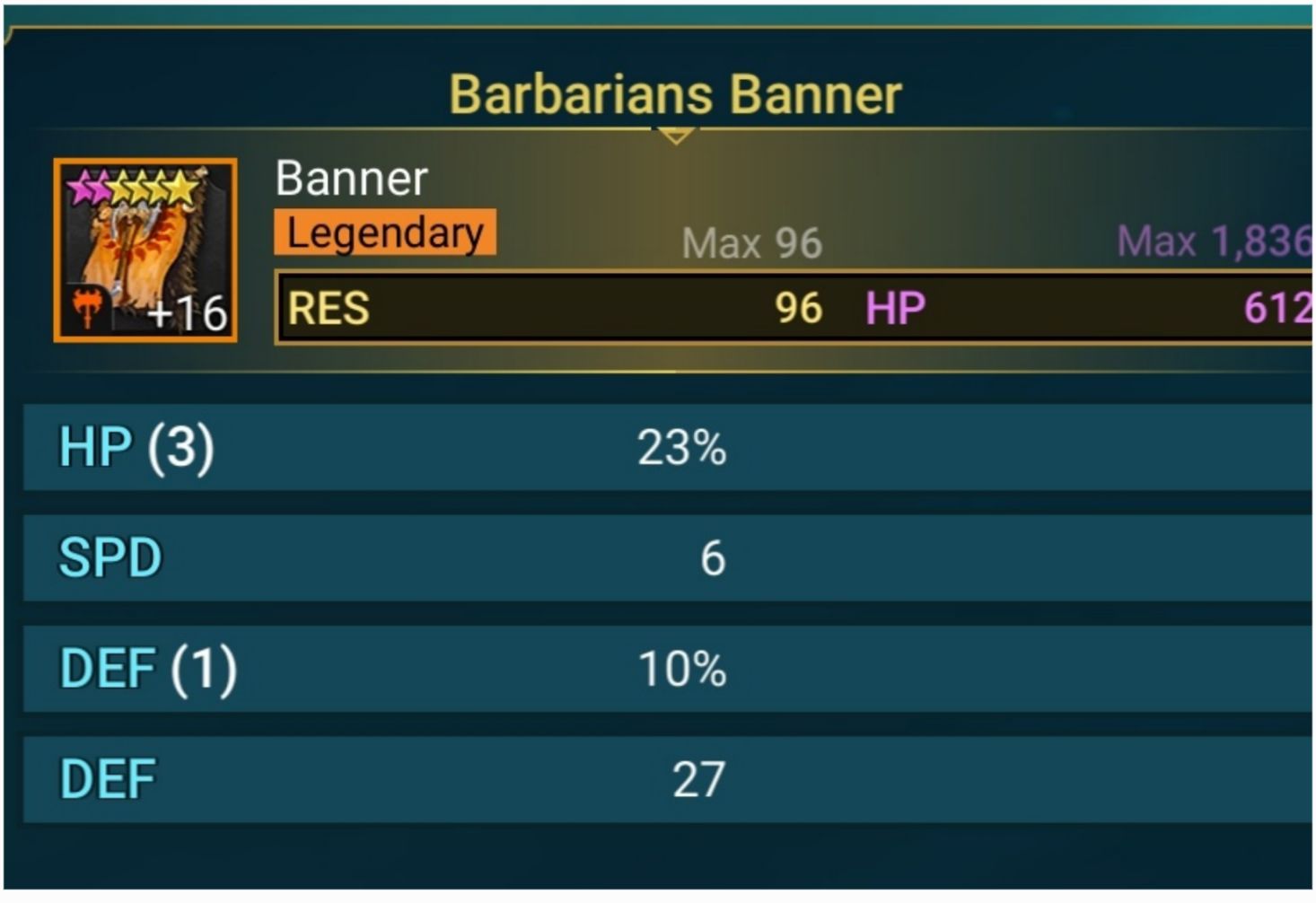
No matter if we are building a nuker, debuffer or tank we need a banner with the speed substat.

The primary stat should be resistance for nukers with primary substats. Atk% flat atk gor attack nukers, def% flat def for defense nukers, or hp% and flat hp with speed.

If we are building debuffers we want accuracy as the primary stat with speed and def% flat defense, hp% and flat hp.

If we are building pure tanks we could go resistance to prevent them from being crowd controlled like Donatello

(legendary lizardman). Thrn we need speed, hp% or flat hp with defense % or flat defense Ideally hp and defense % with either hp or defense flat stat.



This resistance banner is a good example though Ideally would of

rolled 2-3 or even 4 times into speed on my tank scyl the drakes (legendary barbarian).

Now theres a few build rules that are general to help build a character out.

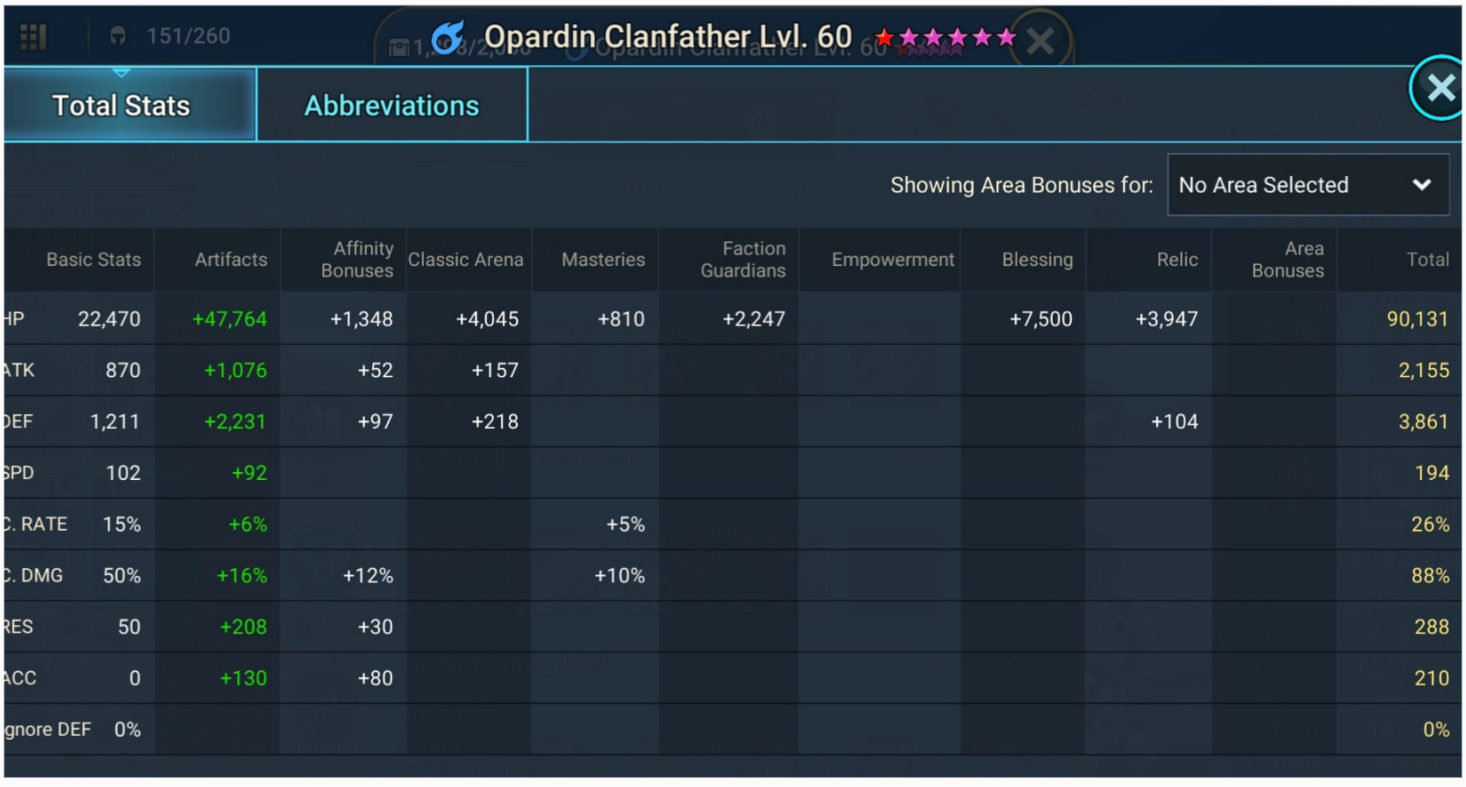
Sell all boots, gloves, and chests with flat hp stats. Sell all gear with 3 flat stats. Like this banner below:

This is on my narma the returned. Its only being used cause of the accuracy main stat and accuracy ascension and speed substat. Its the best banner I have for the faction at the moment. Ideally flat hp would be attack% and defense%

would be fine or defense% could be hp% because it has 2 flat stats and and no % primary stat its a decent placeholder till I farm up a better one from spider dungeon.

Another problem players have is focusing on sets. Sets is an endgame activity which guides assume you have the best gear farmed up already or just want options on what gear a champion be good in. Newer players especially put the sets on ignoring the stats.

This is my opardin a block debuffs speed buffer in my health the meter team for clanboss and chimera. None of his gear is matched except for the small bonus from the variable merciless chest plate.



Hes good not because hes in 9 piece merciless gear but because the stats on the mishmash of gear on him is good. Eventually ill farm up a 9 piece set of merciless for him and he will be superior to what he is now. Stats make the champion the gears synergy is

secondary.

So now you might be asking ok. I know what gear I need for my frozen banshee for clan boss but what stats do I need for hard clan boss versus easy clan boss?

Theres 3 tools i use.

The first hellhades stages tool:

https://hellhades.com/raid/stages-tool/

Easy clan boss we want 105 accuracy and 55 resistance, 130 speed, 25k-30k hp and 1800 defense

Hard clan boss we want 150 speed and 150 accuracy, 2400 defense to survive, and 100 resistance while keeping the 35k to 35k hp.

You might be trying to build nukers and have too much primary damage star or too high crit damage. You Ideally wanna balance them 200-300 primary

damage stat for every 10% crit damage. To help with this you can use the damage efficiency tool located here:

https://hellhades.com/raid/damage-efficiency/

You might run into in clan boss where you have a team with a role called a stun target. A champion like skullcrusher (ogryn epic) who puts Counterattack on the rest of the team but not himself forcing the clan boss to stun him. If the

speeds are off the team fails cause the order in which the team takes turns is important. Theres a calculator to help determine the order and simulate the clan boss fight.

That's deadwood jedi's dpeed tune calculator. https://deadwoodjedi.com/ which is free to create an account and use the calculator.